

SLAM 'N JAM '96

featuring
MAGIC & KAREEM

CRYSTAL DYNAMICS

SEGA™

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Dish the no-look pass or
post up to sink the 'sky-hook'.

► Call plays: isolate players,
set picks and double
team on defense.

► Substitute players
from a deep bench.

► Track team, game, and
league leaders' stats.

► Bang the boards in the
Franchise-Player mode: Be the
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► Up to 4 players.

► View instant replays from
multiple angles.

► Supercharged color commentary
of sports favorite, Van Earl Wright.

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"Kareem with the 'sky-hook'!"



"This fast-paced, first-person basketball sim does a phenomenal job of bringing players into the action." — *NEXT Generation*
magazine



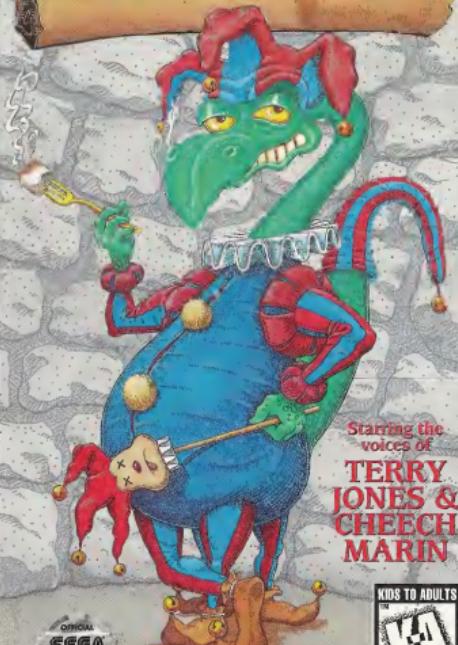
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SEGA SATURN™

CRYSTAL DYNAMICS

DISTRIBUTED BY
MINDSCAPE



Starring the voices of
TERRY JONES & CHEECH MARIN



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



CONTENTS

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game (dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions) IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.



This product contains video compressed using TrueMotion.
TrueMotion is a trademark of The Duck Corporation.

Set-Up	2
Controls	3
Our Story	4
Main Menu	6
Action Icons	9
What's in the Bag?	11
Carrying & Using Items	12
Conversing	12
Invention Book	13
Camelhot Map	13
Arcade Sequences	14
Are You Stuck?	17
Credits	23

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SET-UP

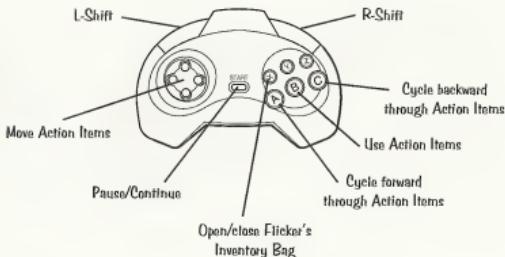


- 1 Set up the Sega Saturn system, following the instructions in its hardware manual.
- 2 Plug in the game controller.
- 3 Make sure the power is OFF before inserting or removing a CD.
- 4 Insert the *BLAZING DRAGONS* disc, label side up, into the CD tray. Close the disc cover.
- 5 Turn the system ON by pressing the console's Power button.
- 6 A series of logo screens appears, followed by the *BLAZING DRAGONS* introductory full-motion animation and title screen.
- 7 Watch the game demos, which begin after a few moments of idling at the title screen.
- 8 While at the title screen, press the **Start** button on the controller to begin the game.

NOTE

If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.

CONTROLS



USING MENUS

Highlight menu item	D-Pad up/down
Change setting	D-Pad left/right
Confirm selection	Button A, B or C
Exit menu	Highlight EXIT option, press Button B

NOTE

Many menu items have unique controls. All of these are intuitive. If you need help, see pg. 6-8 for specific instructions.

PLAYING THE GAME (default controls)

Move Action Icons	D-Pad
Cycle forward through Action Icons	Button A (Eye, Foot, Jaw, Claw, any item held in Claw)
Cycle backward through Action Icons	Button C
Use Action Icons	Button B (look at, walk to, talk to, pick up, use item)
Open/close Flicker's Bag (inventory)	Button X
Pause/continue	Start

NOTE

The four arcade sequences in the quest have their own intuitive controls. If you need help, see pg. 14-15 for instructions.

OUR STORY

BACK IN THE MERIE OLDE DAYS . . .

. . . before UZIs and e-mail, dragons were everywhere. Nowadays, dragons have all become hermits, lounging in caves, downloading graphics of luscious cyber-nymphs and breathing heavily into cell-phones. But back then, dragons ruled!



AS THE STORY OPENS . . .

. . . we meet Flicker, a young, ambitious, intrepid . . . well, oddity. He's *inventive*. He Puts Things Together, and he Makes Devices, and they help him Solve Puzzles.

Flicker is the lowliest dragon in Camelhot, the center of dragondom, and home of the most delicious *diamond frappé* in the known world.

Flicker is *in amore* with Princess Flame, King All Fire's daughter. Flame has everything a dragon dude could want: eyes like jewels, a voice like silk, and a figure that rivals the most advanced siege-craft in size and motion.

Her father, King All Fire of Camelhot, is retiring. To ensure his kingdom's future, he's decided to hold a royal tournament. The winner will naturally be the worthiest dragon in the kingdom, and upon that champion King All Fire promises to bestow his crown and his daughter's hand in marriage.



THE PLOT THICKENS . . .

However, just at this moment, a dire evil in the form of Sir George the Human rears its ugly head. To everyone's disgruntlement, Sir George announces his own entry in the tournament: the mysterious Black Dragon.

In what he hopes is a checkmate move, King All Fire sends the Dragon Knights to investigate this unknown upstart. And he sends Flicker to do the dishes . . .



MAIN MENU

Use the Main Menu on the Title screen to:

- START Flicker's quest.
- use OPTIONS items.
- enjoy PREVIEWS of Crystal Dynamics' excellent new titles.

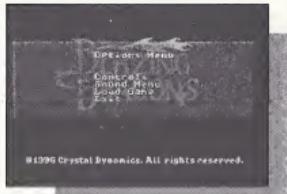


CONTROLS

- D-Pad up/down highlights an item.
- Any Action or Shift button advances to the next screen or menu.

START

Choose this item to start the game.



OPTIONS

Select items from this menu, using the same controls as mentioned above.

NOTE

You can also access the Options screen items during a game by pressing **Start** to pause and display the Main Menu.

SOUND MENU: Use this item to enable/disable the text display during the game, and to adjust the sound volume. A menu appears with the following options:

Text Display/SFX: Toggle ON or OFF by highlighting the item and pressing the D-Pad.

Music/Speech Volume: Adjust the volume from 0 (OFF) to 7 (maximum) by highlighting each item and pressing the D-Pad left/right.

Music Test: Sample the game's soundtrack and test your volume settings. Highlight this item, press **Button B**, and then press the D-Pad left/right to hear the listed selection. (This option is not available during gameplay)

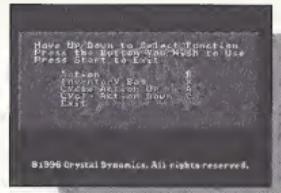
Exit: Highlight and press **Button B** to return to the Options menu.



CONTROLS: Use this item to reconfigure the button controls to your personal style of play. A menu appears:

1 Press the D-Pad up/down to highlight a button function.

2 Press any Action or Shift button on your controller. That button will be reconfigured to the highlighted function.



PREVIEWS

Something for everyone! Crystal Dynamics presents the hottest titles in action, sports and adventure. Enjoy highlights from these power-packed games and start making that wish list.



MAKING CHANGES DURING PLAY

All Main Menu options (except Music Test) are available during play, so you can make changes on the fly. Press Start during a game to display the Main Menu, and then proceed with any option as described on the previous pages.

Use the Main Menu options to:

- Adjust the sound volume and turn the sound FX or text display ON/OFF.
- Reconfigure the controls.
- Load a saved game.
- Save a game in progress.
- Start a new game.
- Continue the current game.



ACTION ICONS

Flicker's Bag



Jaw Icon

CONTROLS

- D-Pad moves the current icon. For instance, move the Claw onto an item to pick it up, or move the Jaw near someone to start a conversation.
- Button B uses the icon.
- Button A cycles forward through the icons.
- Button C cycles backward.

NOTE

As you cycle through the icons, any additional item Flicker is holding will be displayed in the sequence.



EYE: Wide awake when near something worth examining. Otherwise, droopy.



FOOT: Frisky when the road ahead beckons. Otherwise, a loafer.



JAW: Motor mouth when near someone worth talking to. Otherwise, quiet as a clam.

WHAT'S IN THE BAG?



CLAW: Goes into a "gotcha" grab when near a useful item. Otherwise, just hopeful.



FICKER'S FACE: Exit Flicker's Bag, Invention Book and other zoom-in screens.

NOTE

You can also press Button X (default) to exit Flicker's Bag.

Q: WHY DO YOU NEED ACTION ICONS?

A: Because you always want to:

- Examine everything in the room to see what items you might want to take with you. **E** is for Eye and Examine.
- Follow every pathway, climb every mountain, ford every . . . whoops, wrong dragon. . . . **F** is for Foot, Follow, beat Feet.
- Jive-talk with everybody. The ditziest dame or crabbiest workman can often spill a clue or bestow a verbal gift. **J** is for Jaw, Jive and Jabber.
- Clutch and Carry moveable items. They are useful or valuable or both. **C** is for Claw, Clutch and Carry.

NOTE

Be sure to save your game often, especially after collecting items, examining rooms, talking to people, and succeeding at any difficult task.

Flicker stashes items in his Bag. If he can pick something up and get it into his Bag, it's bound to be useful. (Non-useful items blow Flicker off with discouraging comments.)

Flicker's Bag is bottomless. It holds a lot of baggage. So don't overlook anything you could store in it during your travels.



TO OPEN THE BAG:

- Press Button X, or point at the Bag icon in the corner of the screen and press Button B.

TO SHUT THE BAG:

- Press Button X, or point at Flicker's Face in the corner of the screen and press Button B.

TO PUT SOMETHING IN THE BAG:

Move the Claw over an item you want to pick up, and press **Button B**. Then do one of the following:

- Open the Bag, position the new item in it, and press **Button B**.
- Drag the item to the Bag icon and press **Button B**.
- When you pick up another item, it takes the place of the item you were holding. The previous item goes in the Bag automatically.

TO EXAMINE AN ITEM IN THE BAG:

- 1 Open the Bag.
- 2 Move the Eye to an item and press **Button B**. The item will provide information about itself.

TO TAKE SOMETHING OUT OF THE BAG:

- 1 Open the Bag.
- 2 Move the Claw over an item and press **Button B**.
- 3 Drag the item out of the Bag, and the Bag snaps shut. Or press **Button X** to shut the Bag. Flicker is now holding the item.

CARRYING & USING ITEMS

After picking up an item, such as the candelabra, you carry it with you. (You can't see the item, but it's there.)

- 1 When you cycle through Flicker's Action Icons (default Button A or Button C), the item appears in the cycle sequence.
- 2 Press **Button B** to use the item when it appears. Be sure to first move it to the spot where it will do the most good.
- 3 Put the item in Flicker's Bag to get it out of the sequence and tuck it away until needed.



CONVERSING

Talking to people is one of the most important aids to figuring out what to do. Move the Jaw near or over the person you want to converse with, and press **Button B**.

Talk to everyone. Be sure to ask the right questions. Actually, ask all the questions you can to everybody in the kingdom. You might even ask the same questions over again in a different order.

During conversations, a question menu will sometimes appear, giving you a choice of questions to ask:

- 1 Press the D-Pad up/down to select the question you want to ask.
- 2 Press **Button B** to ask the question.

Keep in mind: the reason you ask questions is to get information, so remember what people say.



INVENTION BOOK

This important volume can save your aspirations. Study its illustrations for hints on assembling various items you collect. Use what you learn to create the solutions to some of Flicker's most puzzling conundrums.

TO USE THE INVENTION BOOK:

- 1 Open Flicker's Bag and Examine the Invention Book.
- 2 Turn the pages by pointing to the corners and pressing **Button B**.
- 3 Use the Eye icon to Examine specific parts of any invention, for helpful descriptions.
- 4 Point to Flicker's Face and press **Button B** to close the book.



CAMELHOT MAP

The Map is your complete guide to what's hot in the Kingdom and its vicinities: hunting, water sports, castles, mental hospitals, giants, and more... much more! It's all here! AND the Map is your ONLY guide to the locations of all the Knights of the Square Table.

Just pick a spot on the Map, and you're there! Instantly. And there's a Map Bonus: more adventure-packed spots open to you as you progress!



TO USE THE CAMELHOT MAP:

- 1 Open Flicker's Bag and Examine the Camelhot Map.
- 2 Move the Foot to wherever you want to go and press **Button B**.
- 3 Your scaly rump is instantly transported to your destination.

NOTE

Sometimes leaving a scene returns you to the Map automatically.

ARCADE SEQUENCES

During Flicker's quest, he'll be called upon to compete in four different challenging arcade-type games, each with unique controls.

Each sequence takes practice and skill to win, and Flicker MUST win before he can progress. Between attempts, you can always go off and do some questing elsewhere, and return later to try again.

NOTE

Be sure to save your game before attempting the arcade games.
ALWAYS save after winning one.

CAT-A-PULT

Using sieve-craft and a willing tabby, try for a bull's-eye on 9 out of 10 knightly mugs. Cycle to the Claw icon to start.

CONTROLS

Move Cat-a-Pult D-Pad left/right
Launch cat Button B
(For more height, hold down longer before releasing.)



DANCE CONTEST

Trounce the brute at his own version of "Simon Says."

CONTROLS

Press the controller buttons in a random sequence, following the cues on screen. Hint: Tap the buttons as soon they light up.

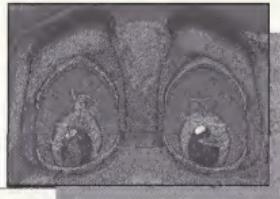


RABBIT RABBITS

Keep your eye smack-dab on the well rabbit. Blink when you must, but don't lose sight of the healthy hare!

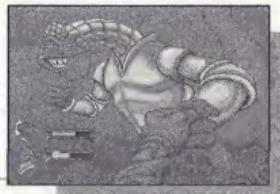
CONTROLS

Blink Button B
Choose bunny D-Pad



THUMB WRESTLING

Get down and digital!



CONTROLS

Move thumb D-Pad
Drop thumb Button B
Pin or break pin Alternate Left Shift and Right Shift

**WHOA,
THERE!**

Sloooow Down



Don't You Want to Solve This Thing

ON YOUR OWN?

D
O T
N U T
T R H P
N E A
G
E

Unless you're stuck.

HINTS

If only Flicker could win the tournament and marry the Princess. That is, if only Flicker could first, become a knight, next, enter the tournament, then, win it and marry the Princess.

That is, if he could initially finish the dishes, then, work as a Squire and unmask the Black Dragon, in the meantime save the Knights, rescue Flame, become a Knight, enter the tournament, almost lose it, win it and, finally, marry the Princess!

CASTLE KP

Before Flicker can pursue his quest for knighthood and the hand (or claw, as the case may be) of his lady love, he must wash a palace-size pile of dirty dishes.

Flicker's an inventor. Read the Book!

INFO LADY

Ask the Info Lady for help.

She has an important clue for almost every major puzzle.

FLAME'S ROOM

Say goodbye to Flame before leaving the Castle.

Preserve her kiss, and later give someone a toadal makeover.

SAVE THE KNIGHTS

If Flicker is going to succeed at dragging his tail up the royal ladder, he's going to have to do some knightly networking. This means sucking up . . . er, ah, *helping out* the big Sirs of the Square Table.

Sirs Burnevere, Blaze, Gasflame and Loungealot have all forged ahead heroically, straight into deep dragon doo-doo. If the truth be known, all four of these royal warriors are burdened with serious shortcomings.

Flicker must save each one and gain favor with all who sit at the Square Table. The whole dragonly plan is to get hired on as a squire by a grateful Knight.

HOME FOR THE GRIMLY INSANE

Sir Burnevere is pulling rubber room time.

Distract babbling Dr. Fraud so Sir Burnevere can escape.

THE ENCHANTED POOL

Sir Blaze has fallen hopelessly in love as he gazes at his own reflection in the pool. Break the spell quick before he goes on his honeymoon. The fly-munching madman is the knight's only hop.

BEHIND THE CASTLE

Sir Gasflame the Myopic is committing a feudal faux pas by attacking his own liege. Save him from a bad career move.

The seeds of Gasflame's enlightenment could be in the bag.

ON THE HILL

Quarrelsome Loungealot is ready to clash in mortal combat with the ominous Black Dragon. But the Dark Defender is a no-show.

Loungealot's salvation is the cat's meow.

GUIDO'S PIZZA STAND

Pull off a feather heist to tickle the chef's fancy.

ENTRANCE TO TOURNAMENT GROUNDS

The sign handler is your stop 'n drop source for questing necessities. Don't chew on this puzzle too long...

SAVE THE LADY OF THE LAKE

The lady has taken a shock. Give the boatman the same.

FLAME'S ESCAPE

Flame's hand (plus the rest of her) is in jeopardy. Assist her getaway. A punked-out fair lady provides the *modus escibus*.

TRAPPED IN THE CASTLE

The solution is a real drag, involving a tricked and tranced Trivet.

The word now as always, girls, is: Accessorize!

SAVE THE DODO

Get eco-aware. Stop the hunter from stalking the rare bird.
A little strategic graffiti will confuse the local constabulary.

IN THE JUICE BAR

Waiter! What's the juice du jour?

INFILTRATING CASTLE GRIM

At the moat, you need a specialty food item.
Give Sir George the gift of roughage.
A stinking disguise of the very despised is in order.

SAVING THE DAMSEL DRAGON

Fool the local sorcerer out of his numbers.

**STILL STUCK?
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\$0.85/minute - 18+ - Touch Tone Only
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INVENTORY ITEMS

BONE	Something everyone has, but very few want.
CAMELHOT MAP	Long rows to hoe, and where to go.
CANDELABRA	Three-pronged wick sticker.
CAT	A flung feline.
CLICKER	Flicker's trickiest invention.
CLIPPERS	A real cut-up.
COMICS	It's a wrap.
CRACKERS	Saline solution.
CRICKET BAT	One of four you'll need.
CUBIC ZIRCONIA	A winning gem.
DODO STAMP	Arresting!
EAGLE STAMP	Interesting!
EAR OF CORN	Dry up, but don't blow away.
EFFIGY HEAD	See no evil.
ELECTRIC EEL	Powerful, self-frying <i>unagi</i> .
FEATHER DUSTER	Give someone the tickles.
FLAME'S FLYING KISS	A floating favor.
FLAME'S TRUNK	A blessing in disguise?
FROG	No croaker, and lookin' for love.
HAIR TONIC	Looks good, works good.
HAND MIRROR	Made by real hands. Reflect on its use.
INVENTION BOOK	Keeps track of your best inventions.
LANCE THE MOLE	Fuzzy sub-turfer, likes to chew.
LAUNCH CODE	Dragons aweigh!
MAGIC BEAN	What goes up, goes up.
METAL KEG	Packs a wallop.
MONARCH QUARTERLY	A hallowed tome of historical hot air.
MOP	Squishy on one end.
OAR	Oar what?

PADDLE	Keeps your butt out of the sling.
PAVLOV'S JAR	Everyone needs a jar, with or without the moth.
PERUVIAN COAL	Hot stuff, straight from the Peruvian Prince.
PICKAX	Loosen up.
PIPE CLEANER	Boldly goes where no one has gone before.
PITCHFORK	Dig it.
PIZZA PADDLE	Guido's blade of the trade.
POPCORN	Stuff it.
PRUNES	A moving tribute.
MINE POWDER	Precipitate, what?
RAPUNZEL'S HAIR	This is a wild one.
RUST-B-GONE	Hungry hunter.
SALAD TONGS	Snippy, but not shocking.
SHEET WITH HOLES	Scary.
SOAP	Clean up your act.
STILTS	Rise to the occasion
TAIL WARMER	You put it over your . . . you know.
TARTAN RIBBON	Plaid, to you Yanks.
TERMITES	Give 'em something to chew on.
WHISTLE	Hustle up an army.
WOODEN PIN	Have you gone batty?

Keeps your butt out of the sling.
Everyone needs a jar, with or without the moth.

Hot stuff, straight from the Peruvian Prince.

Loosen up.

Boldly goes where no one has gone before.

Dig it.

Guido's blade of the trade.

Stuff it.

A moving tribute.

Precipitate, what?

This is a wild one.

Hungry hunter.

Snippy, but not shocking.

Scary.

Clean up your act.

Rise to the occasion

You put it over your . . . you know.

Plaid, to you Yanks.

Give 'em something to chew on.

Hustle up an army.

Have you gone batty?

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Jess Harnell
Rob Paulson
Robert Ridgeley
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Additional Casting

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California
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Power of Two Music

Sound Effects

Tom Corwin

Additional Sound Effects

John March

Audio Processing

Brian Schmidt

Closeup Lip Syncing

Six Foot Two

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To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect. OR send the disc(s) to us at **Mindscape, Inc., 88 Rowland Way, Novato, CA 94945**, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. Mindscape, Inc. or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Mindscape, Inc. address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product. For information, call Mindscape, Inc. Customer Service at 1-415-898-5157.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Mindscape, Inc.. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Mindscape, Inc. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Mindscape, Inc. software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

The foregoing Mindscape, Inc. Limited Warranty terms do not affect your statutory rights as a consumer.

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